

## **ABSTRACT**

**CREATIVE PROJECT:** Using The Digital Presentation Of Sequential Art To Explore The Current Digital Landscape

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**DEGREE:** Master of Arts

**COLLEGE:** College of Communication, Information, and Media

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This creative project aimed to solve the problem of providing independent web comic publishers with a method of presenting their work in an interactive format similar to professional digital comics. To solve this problem, an interactive web comic viewer utilizing a non-patented method that could be replicated by another independent publisher was created using the Adobe software programs Flash Catalyst and Flash Builder. To provide a comic book for testing the viewer, an original comic book was scripted and drawn; various special features were also produced. All technical goals of the interactive viewer were met, and the hope is that this project can serve as an example of best practices in the area of presenting web comics and as a case study for research projects on digital comics.